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(54) **TEXT ENTRY BY TRAINING TOUCH MODELS**

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See application file for complete search history.

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(57) **ABSTRACT**
Embodiments present a game in which an ordered plurality of characters is presented for entry by a user with a touch screen, a physical keyboard, or other key input layout. The game advances to each successive character when the user presses the intended character or a character adjacent thereto. Contact areas are determined for each press, and in some embodiments the contact areas are overlaid on the keyboard. The contact areas are used to adjust user-specific touch models to improve text entry by the user. In some embodiments, the contact areas indicate areas for improvement by the user. Game completion statistics are calculated including speed and accuracy.

20 Claims, 8 Drawing Sheets